II. AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently amended)   A method of customizing a user interface, the method comprising:

identifying a user of the user interface;

displaying an object within the user interface; and

displaying a <u>plurality of </u>shortcut<u>s</u> for the object based on the user and a history of object operations performed by the user<u> to manage the object</u>.

2. (Currently amended)   The method of claim 1, wherein the <u>plurality of </u>shortcut<u>s</u> comprises one of: a hyperlink, a button, an icon, a toolbar control, and a menu item.

3. (Original)   The method of claim 1, wherein the object comprises one of: a data file and a set of related data within a data file.

4. (Original)   The method of claim 1, further comprising recording object operations that are performed by the user on the object to create the history of object operations.

5. (Original)   The method of claim 4, wherein the displaying step includes:

calculating a frequency that each object operation was selected by the user using the history of object operations;

determining a particular object operation having the highest frequency for the user; and

displaying the shortcut for the determined object operation.

6. (Currently amended)   The method of claim 1, further comprising managing the object using an application, wherein the displayed shortcut_s_ [[is]]are further based on the application.

7. (Currently amended)   The method of claim 1, wherein the object has one of a plurality of object states, and wherein the displayed shortcut_s_ [[is]]are further based on the object state.

8. (Currently amended)   The method of claim 1, wherein the user has a user attribute, and wherein the displayed shortcut_s_ [[is]]are further based on a history of object operations selected by a set of users having the user attribute.

9. (Currently amended)   The method of claim 1, wherein the object has an object attribute, and wherein the displayed shortcut_s_ [[is]]are further based on a history of object operations selected for a set of objects having the object attribute.

10. (Original) The method of claim 1, further comprising reserving a portion of a display area of the user interface for displaying the shortcut_s_, wherein the shortcut_s_ [[is]]are displayed in the reserved portion.

11. (Currently amended)   A method of customizing a user interface, the method comprising:
        identifying a user of the user interface;

displaying an object within the user interface, wherein the object has an object attribute;

recording object operations that are performed by the user on the object to manage the object in a history of object operations; and

displaying a plurality of shortcuts for the object based on the user, the object attribute, and the history of object operations.

12. (Currently amended)   The method of claim 11, further comprising managing the object using an application, wherein the displayed shortcuts [[is]]are further based on the application.

13. (Currently amended)   The method of claim 12, further comprising:

reserving a portion of a display area of the user interface for displaying the shortcuts, wherein the shortcuts [[is]]are displayed in the reserved portion.

14. (Currently amended)   A system for customizing a user interface, the system comprising:

an identification system for identifying a user of the user interface;

a display system for displaying an object in the user interface;

a recording system for recording object operations that are selected by the user, wherein the object operations manage the object; and

a customization system for displaying a plurality of shortcuts for an object operation based on the recorded object operations and the object.

15. (Original) The system of claim 14, further comprising an application for managing the object and the user interface.

16. (Currently amended)   The system of claim 15, wherein the displayed shortcut<u>s</u> [[is]]<u>are</u> further based on the application.

17. (Currently amended)   The system of claim 14, wherein the object has one of a plurality of object states, and wherein the displayed shortcut<u>s</u> [[is]]<u>are</u> further based on the object state.

18. (Currently amended)   The system of claim 14, wherein the user has a user attribute, and wherein the displayed shortcut<u>s</u> [[is]]<u>are</u> further based on the recorded object operations selected by a set of users having the user attribute.

19. (Currently amended)   The system of claim 14, wherein the object has an object attribute, and wherein the displayed shortcut<u>s</u> [[is]]<u>are</u> further based on the recorded object operations selected for a set of objects having the object attribute.

20. (Currently amended)   A program product stored on a recordable medium for customizing a user interface, which when executed comprises:

    program code for identifying a user of the user interface;

    program code for displaying an object in the user interface;

program code for recording object operations that are selected by the user, wherein the object operations manage the object; and

program code for displaying a plurality of shortcuts for an object operation based on the recorded object operations and the user.

21. (Original) The program product of claim 20, further comprising program code for managing the object and the user interface.

22. (Currently amended)   The program product of claim 21, wherein the displayed shortcuts [[is]]are further based on the program code for managing.

23. (Currently amended)   The program product of claim 20, wherein the object has one of a plurality of object states, and wherein the displayed shortcuts [[is]]are further based on the object state.

24. (Currently amended)   The program product of claim 20, wherein the user has a user attribute, and wherein the displayed shortcuts [[is]]are further based on the recorded object operations selected by a set of users having the user attribute.

25. (Currently amended)   The program product of claim 20, wherein the object has an object attribute, and wherein the displayed shortcuts [[is]]are further based on the recorded object operations selected for a set of objects having the object attribute.